

IRONSWORN DELVE CARD SET

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ANCIENT

This place holds the secrets of a bygone age.

FEATURES

1-4	Evidence of lost knowledge
5-8	Inscrutable relics
9-12	Ancient artistry or craft
13-16	Preserved corpses or fossils

17-20 Visions of this place in another time

27-28

29-30

DANGERS		
1-5	Ancient trap	
6-10	Hazardous architecture or terrain	
11-12	Blocked or broken path	
13-14	Denizen protects an ancient secret	
15-16	Denizen reveres an ancient power	
17-18	Living relics of a lost age	
19-20	Ancient evil resurgent	
21-22	Dire warnings of a long-buried danger	
23-24	Ancient disease or contamination	
25-26	Artifact of terrible meaning or nower	

Disturbing evidence of ancient wrongs

Others seek power or knowledge



CORRUPTED

This place is tainted by dark magic.

Mystic focus or conduit

FEATURES

17-18 19-20

21-22

23-24

25-26

27-28

29-30

	7	
5-8	Strange environmental disturbances	
9-12	Mystic runes or markings	
13-16	Blight or decay	
17-20	Evidence of a foul ritual	
DANGERS		
1-5	Denizen spawned from dark magic	
6-10	Denizen controls dark magic	
11-12	Denizen corrupted by dark magic	
13-14	Corruption marks you	
15 16	Innocente held in threll	

Revelations of a terrible truth

Lingering effects of a dark ritual

Dread harbingers of a greater magic

Mystic trap or trigger

Mystic barrier or ward

Dark ritual in progress

Illusions lead you astray



FORTIFIED

Foes defend this place against intruders.

FEATURES

1-4	Camp or quarters	
5-8	Guarded location	
9-12	Storage or repository	
13-16	Work or training area	
17-20	Command center or leadership	
DANGERS		
1-5	Denizen patrols the area	
6-10	Denizen on guard	
11-12	Denizen ready to sound the alarm	
13-14	Denizen sets an ambush	
15-16	Denizen lures you into a trap	
17-18	Denizens converge on this area	
19-20	Pets or underlings	
21-22	Unexpected alliance revealed	
23-24	Nefarious plans revealed	
25-26	Unexpected leader revealed	
27-28	Trap	

29-30 Alarm trigger



HALLOWED

The faithful worship here.

FEATURES

1-4	Temple or altar	
5-8	Offerings or atonements	
9-12	Religious relic or idol	
13-16	Consecrated ground	
17-20	Dwellings or gathering place	
DANGERS		
1-5	Denizen defends their sanctum	
6-10	Denizen enacts the will of their god	
11-12	Denizen seeks martyrdom	
13-14	Secret of the faith is revealed	
15-16	Greater purpose is revealed	
17-18	Unexpected disciples are revealed	
19-20	Divine manifestations	
21-22	Aspect of the faith beguiles you	
23-24	Unexpected leader is revealed	
25-26	Embodiment of a god or myth	
27-28	Protective ward or barrier	

Prophecies reveal a dark fate



HAUNTED

Restless spirits are bound to this place.

FEATURES

1-4	Tomb or burial site
5-8	Blood was spilled here
9-12	Unnatural mists or darkness

13-16 Messages from beyond the grave Apparitions of a person or event 17-20

29-30

	DANGERS		
	1-5	Denizen haunts this area	
	6-10	Unsettling sounds or foreboding signs	
	11-12	Denizen attacks without warning	
	13-14	Denizen makes a costly demand	
	15-16	Denizen seizes your body or mind	
	17-18	Denizen taunts or lures you	
	19-20	A disturbing truth is revealed	
	21-22	Frightening visions	
	23-24	The environment is used against you	
	25-26	Trickery leads you astray	
	27-28	True nature of this place is revealed	

Sudden, shocking manifestation



INFESTED

Foul creatures dwell here.

FEATURES

1-4	Inhabited nest
5-8	Abandoned nest
9-12	Ravaged terrain or architecture
13-16	Remains or carrion
17-20	Hoarded food
DANGERS	

17-20	Hoarded food	
DANGERS		
1-5	Denizens swarm and attack	
6-10	Toxic or sickening environment	
11-12	Denizen stalks you	
13-14	Denizen takes or destroys something	
15-16	Denizen reveals surprising cleverness	
17-18	Denizen guided by a greater threat	
19-20	Denizen blocks the path	
21-22	Denizen funnels you down a new path	
23-24	Denizen undermines the path	
25-26	Denizen lays in wait	
27-28	Trap or snare	
29-30	Victim's horrible fate is revealed	



RAVAGED

Time, disaster, or strife have taken their toll.

FEATURES

27-28 29-30

LAIORLO		
1-4	Path of destruction	
5-8	Abandoned or ruined dwelling	
9-12	Untouched or preserved area	
13-16	Traces of what was lost	
17-20	Ill-fated victims	
DANGERS		
1-5	Precarious architecture or terrain	
6-10	Imminent collapse or destruction	
11-12	Path undermined	
13-14	Blocked or broken path	
15-16	Vestiges of a destructive force	
17-18	Unexpected environmental threat	
19-20	Echoes of a troubling past	
21-22	Signs of a horrible fate	
23-24	Denizen seeks retribution	
25-26	Denizen leverages the environment	
27-28	Denizen restores what was lost	

Ravages return anew



WILD



Nature prevails in this place.

Denizen's lair

25-26 Overzealous hunter

27-28 29-30

FEATURES

1-4

5-8	Territorial markings	
9-12	Impressive flora or fauna	
13-16	Hunting ground or watering hole	
17-20	Remains or carrion	
DANGERS		
1-5	Denizen hunts	
6-10	Denizen strikes without warning	
11-12	Denizen leverages the environment	
13-14	Denizen wields unexpected abilities	
15-16	Denizen guided by a greater threat	
17-18	Denizen protects something	
19-20	Hazardous terrain	
21-22	Weather or environmental threat	
23-24	Benign aspect becomes a threat	

Disturbing evidence of a victim's fate

Ill-fated victim in danger



TYPE:

FEATURES

1 4

- 1-4
 - 5-8 9-12
- 13-16 17-20

DANCEDO

- DANGERS
- 1-5 6-10
- 11-12
- 13-14
- 15-14
- 15-16 17-18
- 19-20 21-22
- 23-24
- 25-26
- 27-28 29-30



TYPE:

FEATURES

1 4

- 1-4
 - 5-8 9-12
- 13-16 17-20

DANCEDO

- DANGERS
- 1-5 6-10
- 11-12
- 13-14
- 15-14
- 15-16 17-18
- 19-20 21-22
- 23-24
- 25-26
- 27-28 29-30



BARROW

The dead are enshrined here.

FEATURES

21-43	Burial chambers
44-56	Maze of narrow passages

57-64	Shrine

65-68 St	ately vau	١lt

69-72	Offerings	to	the	dead
~ <i>,</i> _	0 110111190			

73-76	Statuary	or	tapestries
/3-/0	Statual y	Οī	tapestries

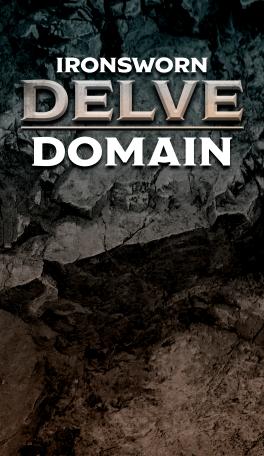
77-80	Remains	of a	grave	robber
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85-88	Exhumed	corpses
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89-98	Something	unusual	or	unexpected

00 You transition into a new domain

- 34-36 Trap
- 37-39 Death makes its presence known
- 40-42 Crumbling architecture
- 43-45 Grave goods with hidden dangers



CAVERN

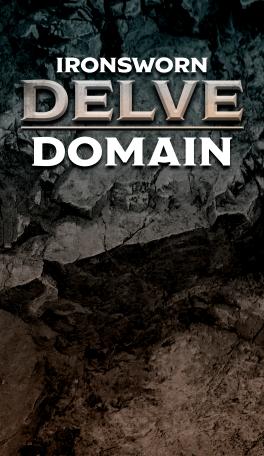
A place of stone and darkness.

FEATURES

21-43 Twisting passag	Twisting pass	ages
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- 44-56 Cramped caves
- 57-64 Vast chamber
- 65-68 Subterranean waterway
- 69-72 Cave pool
- 73-76 Natural bridge
- 77-80 Towering stone formations
- 81-84 Natural illumination
- 85-88 Dark pit
- 89-98 Something unusual or unexpected
- You transition into a new theme
- 00 You transition into a new domain

- 31-33 Denizen lairs here
- 34-36 Cave-in
- 37-39 Flooding
- 40-42 Perilous climb or descent
- 43-45 Fissure or sinkhole



FROZEN CAVERN

A place of deep caves and enduring cold.

FEATURES

21-43	whate of icy turniers
44-56	Glistening cave
57-64	Vast chamber
65-68	Frigid waterway
69-72	Icy pools
73-76	Magnificent ice formations
77-80	Frozen waterfall
Q1_Q/I	Deen crevasses

85-88	Discovery locked in the ice
89-98	Something unusual or unexpected

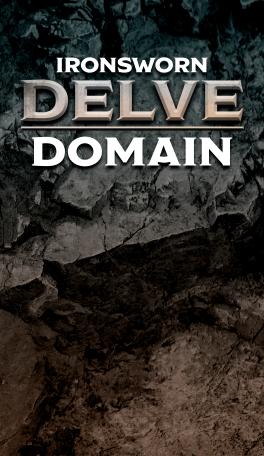
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99	You	trans	sition	into	a i	new	them	e

00	You transition into a new domain	

DANGERS

31-33	Denizen lairs here
34-36	Fracturing ice
37-39	Crumbling chasm
40 42	Bitter chill

43-45 Disorienting reflections



ICEREACH

A frigid landscape formed of frozen seas.

FEATURES

21-43	Plains of ice and snow
44-56	Seawater channel
57-64	Icy highlands
65-68	Crevasse
69-72	Ice floes
73-76	Ship trapped in ice
77-80	Animal herd or habitat
81-84	Frozen carcass
85-88	Camp or outpost
89-98	Something unusual or unexpected
99	You transition into a new theme
00	You transition into a new domain

31-33	Denizen hunts
34-36	Fragile ice above watery depths
37-39	Perilous climb or descent
40-42	Avalanche or icefall
43-45	Foul weather



MINE

Tunnels dug greedily and deep.

FEATURES

21-43	Cramped tunnels
44-56	Mine works

57-64	Excavated	chamber
3/-04	Excavated	CHailibe

69-72	Collapsed	tunne
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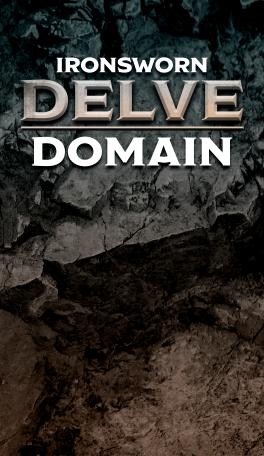
ded chamber

89-98	Something	unusual	or	unexpected

99	You transition into a new theme
00	You transition into a new domain

31-33	Cave-in
31-33	Cave-in

- 34-36 Flooding
- 37-39 Unstable platforms or architecture
- 40-42 Hazardous gas pocket 43-45 Weakened terrain



PASS

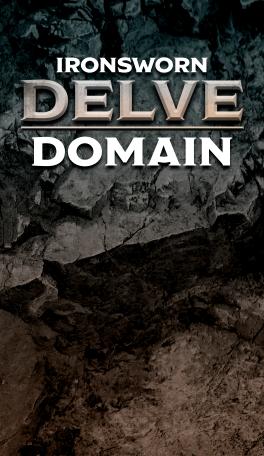
Treacherous paths over high mountains.

FEATURES

21-43	Winding	mountain	path
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- 44-56 Snowfield or glacial rocks
- 57-64 River gorge
- 65-68 Crashing waterfall
- 69-72 Highland lake
- 73-76 Forgotten cairn
- 77-80 Bridge
- 81-84 Overlook
- 85-88 Camp or outpost
- 89-98 Something unusual or unexpected
- 99 You transition into a new theme
- OO You transition into a new domain

- 31-33 Denizen lairs here
- 34-36 Denizen hunts
- 37-39 Perilous climb or descent
- 40-42 Avalanche or rockslide
- 43-45 Foul weather



RUIN

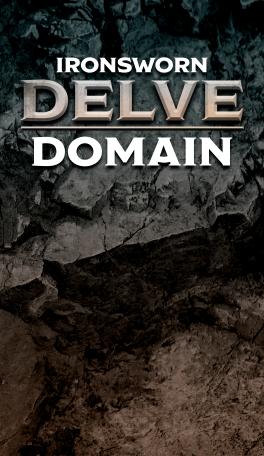
The crumbling legacy of a dead civilization.

FEATURES

21-43	Crumbling	corridors and	chambers
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- 44-56 Collapsed architecture
- 57-64 Rubble-choked hall
- 65-68 Courtyard
- 69-72 Archive or library
- 73-76 Broken statuary or fading murals
- 77-80 Preserved vault
- 81-84 Temple to forgotten gods
- 85-88 Mausoleum
- 89-98 Something unusual or unexpected
- 99 You transition into a new theme
- 00 You transition into a new domain

- 31-33 Ancient mechanism or trap
- 34-36 Collapsing wall or ceiling
- 37-39 Blocked or broken passage
- 40-42 Unstable floor above a new danger
- 43-45 Ancient secrets best left buried



SEA CAVE

Stone passages carved by ocean waves.

FEATURES

21-43	Watery tunnels
44-56	Eroded chamber
57-64	Flooded chamber
65-68	Vast chamber
69-72	Dry passages
73-76	Freshwater inlet
77-80	Rocky island
81-84	Waterborne debris
85-88	Shipwreck or boat
89-98	Something unusual or unexpected
99	You transition into a new theme
00	You transition into a new domain

DANGERS

31-33	Denizen strikes without warning
34-36	Denizen lurks below
37-39	Flooding
40-42	Rushing current

43-45 Claustrophobic squeeze



SHADOWFEN

A primeval marsh, cloaked in mist.

FEATURES

21-43	Narrow path through a fetid bog		
44-56	Stagnant waterway		
57-64	Flooded thicket		
65-68	Island of dry land		
69-72	Submerged discovery		
73-76	Preserved corpses		
77-80	Overgrown structure		
81-84	Tall reeds		
85-88	Camp or outpost		
89-98	Something unusual or unexpected		
99	You transition into a new theme		
00	Vou transition into a new domain		

07-70	something unusual of unexpected
99	You transition into a new theme
00	You transition into a new domain
DANGE	RS
31-33	Denizen hunts
34-36	Deep water blocks the path
37-39	Toxic environment
40-42	Concealing or disorienting mist
43-45	Hidden quagmire



STRONGHOLD

A fortress secured against trespassers.

FEATURES

21-43	Connecting	passageway	75

- 44-56 Barracks or common quarters
- 57-64 Large hall
- 65-68 Workshop or library
- 69-72 Command center or leadership
- 73-76 Ladder or stairwell
- 77-80 Storage
- 81-84 Kitchen or larder
- 85-88 Courtyard
- 89-98 Something unusual or unexpected
- You transition into a new theme
- 00 You transition into a new domain

DANGERS

- 31-33 Blocked or guarded path
- 34-36 Caught in the open
- 37-39 Chokepoint
- 40-42 Trap
- 43-45 Alarm trigger



TANGLEWOOD

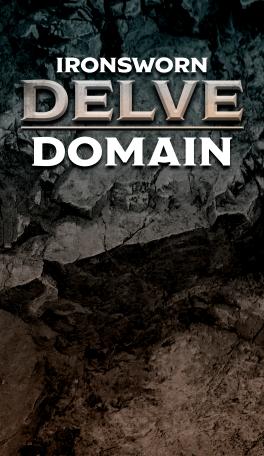
A perilous forest of eternal shadow.

FEATURES

21-43	Dense thicket
44-56	Overgrown path
57-64	Waterway
65-68	Clearing
69-72	Elder tree
73-76	Brambles
77-80	Overgrown structure
81-84	Rocky outcrop
85-88	Camp or outpost
89-98	Something unusual or unexpected
99	You transition into a new theme
00	You transition into a new domain

DANGERS

31-33	Denizen hunts
34-36	Denizen lairs here
37-39	Trap or snare
40-42	Path leads you astray
43-45	Entangling plant life



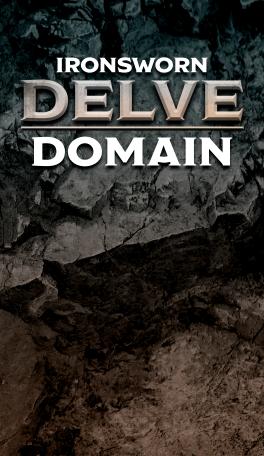
UNDERKEEP

An age-old subterranean dungeon.

FEATURES

 44-56 Hall or chamber 57-64 Stairs into the depths 65-68 Grand doorway or entrance 69-72 Tomb or catacombs 73-76 Rough-hewn cave 77-80 Foundry or workshop 81-84 Shrine or temple 85-88 Imposing architecture or artistry
65-68 Grand doorway or entrance 69-72 Tomb or catacombs 73-76 Rough-hewn cave 77-80 Foundry or workshop 81-84 Shrine or temple
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77-80 Foundry or workshop 81-84 Shrine or temple
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•
85-88 Imposing architecture or artistry
05-00 imposing architecture of artistry
89-98 Something unusual or unexpected
99 You transition into a new theme

85-88	Imposing architecture or artistry
89-98	Something unusual or unexpected
99	You transition into a new theme
00	You transition into a new domain
DANGE	RS
31-33	Ancient mechanism or trap
34-36	Crumbling architecture
37-39	Blocked or broken passage
40-42	Artifact with a hidden danger
43-45	Denizen lurks in darkness



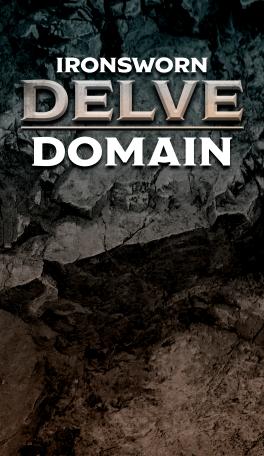
43-45

TYPE: **FEATURES** 21-43 44-56 57-64 65-68 69-72 73-76 77 - 8081-84 85-88 Something unusual or unexpected 89-98 You transition into a new theme 99 00 You transition into a new domain **DANGERS** 31-33 34-36 37-39 40-42



43-45

TYPE: **FEATURES** 21-43 44-56 57-64 65-68 69-72 73-76 77 - 8081-84 85-88 Something unusual or unexpected 89-98 You transition into a new theme 99 00 You transition into a new domain **DANGERS** 31-33 34-36 37-39 40-42



DELVE THE DEPTHS

When **you traverse an area within a perilous site**, envision your surroundings (*Ask the Oracle* if unsure). Then, consider your approach. If you navigate this area...

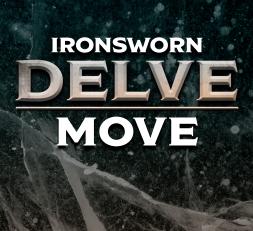
- With haste: Roll +edge.
- With stealth or trickery: Roll +shadow.
- With observation, intuition, or expertise: Roll +wits.

On a **strong hit**, you delve deeper. Mark progress and *Find an Opportunity*.

On a **weak hit**, roll on the following table according to your stat.

On a miss, Reveal a Danger.

Edge	Shadow	Wits	Weak Hit Result
1-45	1-30	1-40	Mark progress and Reveal a Danger.
46-65	31-65	41-55	Mark progress.
66-75	66-90	56-80	Choose one: Mark progress or <i>Find an Opportunity</i> .
76-80	91-99	81-99	Take both: Mark progress and <i>Find an Opportunity</i> .
81-00	00	00	Mark progress twice and <i>Reveal a Danger</i> .



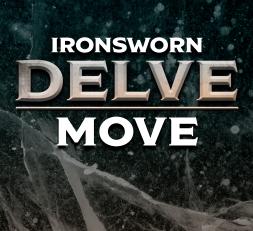


FIND AN OPPORTUNITY

When **you encounter a helpful situation or feature within a site**, roll on the following table. If you are making this move as a result of a strong hit on *Delve the Depths*, you may pick or envision an opportunity instead of rolling.

Then, choose one.

- Gain insight or prepare: Take +1 momentum.
- Take action now: You and any ally may make a move (not a progress move) which directly leverages the opportunity. When you do, add +1 and take +1 momentum on a hit.
- 1-25 The terrain favors you, or you find a hidden path.
- 26-45 An aspect of the history or nature of this place is revealed.
- 46-57 You locate a secure area.
- 58-68 A clue offers insight or direction.
- 69-78 You get the drop on a denizen.
- 79-86 This area provides an opportunity to scavenge, forage, or hunt.
- 87-90 You locate an interesting or helpful object.
- 91-94 You are alerted to a potential threat.
- 95-98 You encounter a denizen who might support you.
- 99-00 You encounter a denizen in need of help.





REVEAL A DANGER

When **you encounter a risky situation within a site**, envision the danger or roll on the following table.

the following table.			
1-30	Check the theme card.		
31-45	Check the domain card.		
46-57	You encounter a hostile denizen.		
58-68	You face an environmental or architectural hazard.		
69-76	A discovery undermines or complicates your quest.		
77-79	You confront a harrowing situation or sensation.		
80-82	You face the consequences of an earlier choice or approach.		
83-85	Your way is blocked or trapped.		
86-88	A resource is diminished, broken, or lost.		
89-91	You face a perplexing mystery or tough choice.		
92-94	You lose your way or are delayed.		
95-00	Roll twice more on this table. Both		

results occur. If they are the same

result, make it worse.

